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Parallel Architectures, Algorithms and Networks, 2000. I-SPAN 2000. Proceedings International Symposium on , 7-9 Dec. 2000

Pages:78 - 85

[\[Abstract\]](#) [\[PDF Full-Text \(788 KB\)\]](#) **IEEE CNF****2 Window-consistent replication for real-time applications***Rexford, J.; Mehra, A.; Dolter, J.; Jahanian, F.;*

Real-Time Operating Systems and Software, 1994. RTOSS '94, Proceedings., IEEE Workshop on , 18-19 May 1994

Pages:107 - 111

[\[Abstract\]](#) [\[PDF Full-Text \(392 KB\)\]](#) **IEEE CNF****3 ShareStreams: a scalable architecture and hardware support for high speed QoS packet schedulers***Krishnamurthy, R.; Yalamanchili, S.; Schwan, K.; West, R.;*

Field-Programmable Custom Computing Machines, 2004. FCCM 2004. 12th An IEEE Symposium on , 20-23 April 2004

Pages:115 - 124

[\[Abstract\]](#) [\[PDF Full-Text \(288 KB\)\]](#) **IEEE CNF**


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1 [Shrinking the warehouse update Window](#)

Wilbert Juan Labio, Ramana Yerneni, Hector Garcia-Molina

June 1999 **ACM SIGMOD Record , Proceedings of the 1999 ACM SIGMOD international conference on Management of data**, Volume 28 Issue 2

Full text available: [pdf\(1.34 MB\)](#)

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Warehouse views need to be updated when source data changes. Due to the constantly increasing size of warehouses and the rapid rates of change, there is increasing pressure to reduce the time taken for updating the warehouse views. In this paper we focus on reducing this "update window" by minimizing the work required to compute and install a batch of updates. Various strategies have been proposed in the literature for updating a single warehouse view. These algorithms typically ...

2 [Data compression with finite windows](#)

E. R. Fiala, D. H. Greene

April 1989 **Communications of the ACM**, Volume 32 Issue 4

Full text available: [pdf\(1.89 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Several methods are presented for adaptive, invertible data compression in the style of Lempel's and Ziv's first textual substitution proposal. For the first two methods, the article describes modifications of McCreight's suffix tree data structure that support cyclic maintenance of a window on the most recent source characters. A percolating update is used to keep node positions within the window, and the updating process is shown to have constant amortized cost. Other methods explore the ...

3 [Improving network service quality with explicit TCP window control](#)

James Aweya, Michel Ouellette, Delfin Y. Montuno, Zhonghui Yao

May 2001 **International Journal of Network Management**, Volume 11 Issue 3

Full text available: [pdf\(430.01 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe in this paper a new TCP rate control scheme based on a simple recursive algorithm. The idea behind the algorithm is to match the offered network load to the available resources by modifying at an intermediate network element, the receiver's advertised window in TCP acknowledgments returning to the source. We show through simulations that the scheme can efficiently control TCP traffic to limit queue buildups and buffer requirements at the network nodes, resulting in signific ...

4 Update and retrieval in a relational database through a universal schema interface

Volkert Brosda, Gottfried Vossen

October 1988 **ACM Transactions on Database Systems (TODS)**, Volume 13 Issue 4Full text available:  pdf(3.16 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A database system that is based on the universal relation (UR) model aims at freeing its users from specifying access paths on both the physical and on the logical levels. All information about the logical structure of the database (i.e., its conceptual scheme) is hidden from users; they need only to know the attribute names, which now carry all the semantics of the database. Previous work on UR interfaces has concentrated on the design and implementation of query languages that ...

5 BRUWIN: An adaptable design strategy for window manager/virtual terminal systems

Norman Meyrowitz, Margaret Moser

December 1981 **Proceedings of the eighth ACM symposium on Operating systems principles**Full text available:  pdf(935.12 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With only one process viewable and operational at any moment, the standard terminal forces the user to continually switch between contexts. Yet this is unnatural and counter-intuitive to the normal working environment of a desk where the worker is able to view and base subsequent actions on multiple pieces of information. The window manager is an emerging computing paradigm which allows the user to create multiple terminals on the same viewing surface and to display and act upon ...

6 Weighted proportional window control of TCP traffic

James Aweya, Michel Ouellette, Delfin Y. Montuno

July 2001 **International Journal of Network Management**, Volume 11 Issue 4Full text available:  pdf(471.98 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article describes a technique for weighted proportional window control of elastic traffic such as that generated by TCP. This is achieved through the modification of the receiver's advertised window of TCP connections sharing the bottleneck link while taking into account the price that each user of a connection has paid for the service and the total number of active connections sharing the bottleneck link. Copyright © 2001 John Wiley & Sons, Ltd.

7 Window real objects: a distributed shared memory for distributed implementation of GUI applications

Noboru Koshizuka, Ken Sakamura

December 1993 **Proceedings of the 6th annual ACM symposium on User interface software and technology**Full text available:  pdf(1.31 MB)Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: BTRON, distributed shared memory, graphical user interface, multiuser interface, parallel programming, window system

8 Automated installation and updating of Windows-based Internet applications at James Madison University

Dan Mather

November 1995 **Proceedings of the 23rd annual ACM SIGUCCS conference on User services: winning the networking game**

Full text available:  pdf(337.52 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

9 High-latency, low-bandwidth windowing in the Jupiter collaboration system 

David A. Nichols, Pavel Curtis, Michael Dixon, John Lamping

December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**

Full text available:  pdf(1.03 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: CSCW, UIMS, groupware toolkits, optimistic currency control, window toolkits

10 Windows 2000 deployment technical challenges at the University of Colorado at Boulder 

Brad Judy, Al Roberts, David Bodnar

October 2000 **Proceedings of the 28th annual ACM SIGUCCS conference on User services: Building the future**

Full text available:  pdf(156.15 KB) Additional Information: [full citation](#), [index terms](#)

Keywords: DNS, Windows 2000, active directory, kerberos

11 Painless panes for Smalltalk windows 

James H. Alexander

December 1987 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 22 Issue 12

Full text available:  pdf(789.90 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Current windowing systems (i.e., Macintosh, Smalltalk) give the user flexibility in the layout of their computer display, but tend to discourage construction of new window types. Glazier is a knowledge-based tool that allows users to construct and test novel or special purpose windows for Smalltalk applications. The use of Glazier does not require understanding Smalltalk's windowing framework (Goldberg, 1984; Goldberg & Robson, 1983). As a new window is specified, Glazier aut ...

12 Application redirection: hosting Windows applications in 3D 

Maarten van Dantzig, Vadim Gorokhovsky, George Robertson

November 1999 **Proceedings of the 1999 workshop on new paradigms in information visualization and manipulation in conjunction with the eighth ACM international conference on Information and knowledge management**

Full text available:  pdf(1.15 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present Application Redirection, a novel architecture that lets unmodified Windows applications be hosted in a 3D virtual environment. The result is a platform for experimentation in 3D Information Visualization in which the user retains all familiar productivity tools. This paper describes the implementation of Application Redirection, using the Task Gallery to illustrate how it is used

Keywords: 3D user interfaces, 3D window managers, information visualization, window managers

13 A library for incremental update of bitmap images 

David Dobkin, Eleftherios Koutsofios, Rob Pike

January 2000 **Proceedings of the ACM conference on Document processing systems**

Full text available:  pdf(466.64 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

14 Invited papers and panel: Elastic windows: improved spatial layout and rapid multiple window operations 

Eser Kandogan, Ben Shneiderman

May 1996 **Proceedings of the workshop on Advanced visual interfaces**

Full text available:  pdf(2.63 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Most windowing systems follow the independent overlapping windows approach, which emerged as an answer to the needs of the 80s' application and technology. Advances in computers, display technology, and the applications demand more functionality from window management systems. Based on these changes and the problems of current windowing approaches, we have updated the requirements for multiwindow systems to guide new methods of window management. We propose elastic windows with improved spatial ...

Keywords: CAD, elastic windows, multi-window operations, personal role manager, programming environment, task switching, window manager

15 Maintaining stream statistics over sliding windows: (extended abstract) 

Mayur Datar, Aristides Gionis, Piotr Indyk, Rajeev Motwani

January 2002 **Proceedings of the thirteenth annual ACM-SIAM symposium on Discrete algorithms**

Full text available:  pdf(986.80 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We consider the problem of maintaining aggregates and statistics over data streams, with respect to the last N data elements seen so far. We refer to this model as the *sliding window* model. We consider the following basic problem: Given a stream of bits, maintain a count of the number of 1's in the last N elements seen from the stream. We show that using $O(1/e \log^2 N)$ bits of memory, we can estimate the number of 1's to within a factor of $1 + \epsilon$...

16 Transaction papers: Utility-based rate control in the Internet for elastic traffic 

Richard J. La, Venkat Anantharam

April 2002 **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 2

Full text available:  pdf(501.09 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In a communication network, a good rate allocation algorithm should reflect the utilities of the users while being fair. We investigate this fundamental problem of achieving the system optimal rates in the sense of maximizing aggregate utility, in a distributed manner, using only the information available at the end hosts of the network. This is done by decomposing the overall system problem into subproblems for the network and for the individual users by introducing a pricing scheme. The users ...

Keywords: efficiency, fairness, rate allocation

17 A window based visual debugger for a real time Ada tasking environment

Jeff Gilles, Ray Ford

July 1988 **Proceedings of the fifth Washington Ada symposium on Ada**

Full text available:  pdf(922.10 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



18 Explicit window adaptation: a method to enhance TCP performance

Lampros Kalampoukas, Anujan Varma, K. K. Ramakrishnan

June 2002 **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 3

Full text available:  pdf(391.31 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



We study the performance of TCP in an internetwork consisting of both rate-controlled and nonrate-controlled segments. A common example of such an environment occurs when the end systems are part of IP datagram networks interconnected by a rate-controlled segment, such as an ATM network using the available bit rate (ABR) service. In the absence of congestive losses in either segment, TCP keeps increasing its window to its maximum size. Mismatch between the TCP window and the bandwidth-delay prod ...

Keywords: TCP, buffer management, congestion control, explicit window adaptation

19 A common interface for multiple window computers

Kenneth Magel

December 1986 **Proceedings of the 1986 ACM SIGSMALL/PC symposium on Small systems**

Full text available:  pdf(474.30 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



A common interface for accessing the features of the Macintosh, Amiga, Atari ST, and other GEM microcomputer is presented. This interface appears to the programmer as a set of subroutines, but is actually implemented primarily by a preprocessor which converts the subroutine calls into calls of specific ROM of operating system routines on the target machine. The window manipulation portion of the common interface is described.

20 Optimal dynamic solutions for fixed windowing problems

R Klein, O Nurmi, T Ottmann, D Wood

August 1986 **Proceedings of the second annual symposium on Computational geometry**

Full text available:  pdf(523.13 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



Given a point set in plane and a fixed planar region (window) a window query consists of enumerating the points in a translate of the region. A recently presented result shows that a static data structure of optimal size enables window queries for convex regions in optimal time. We show that if the windows are (maybe non-convex) polygons another data structure of optimal size supports not only window queries in optimal time but also allows updating of the point set in optim ...

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